

Fig. 2

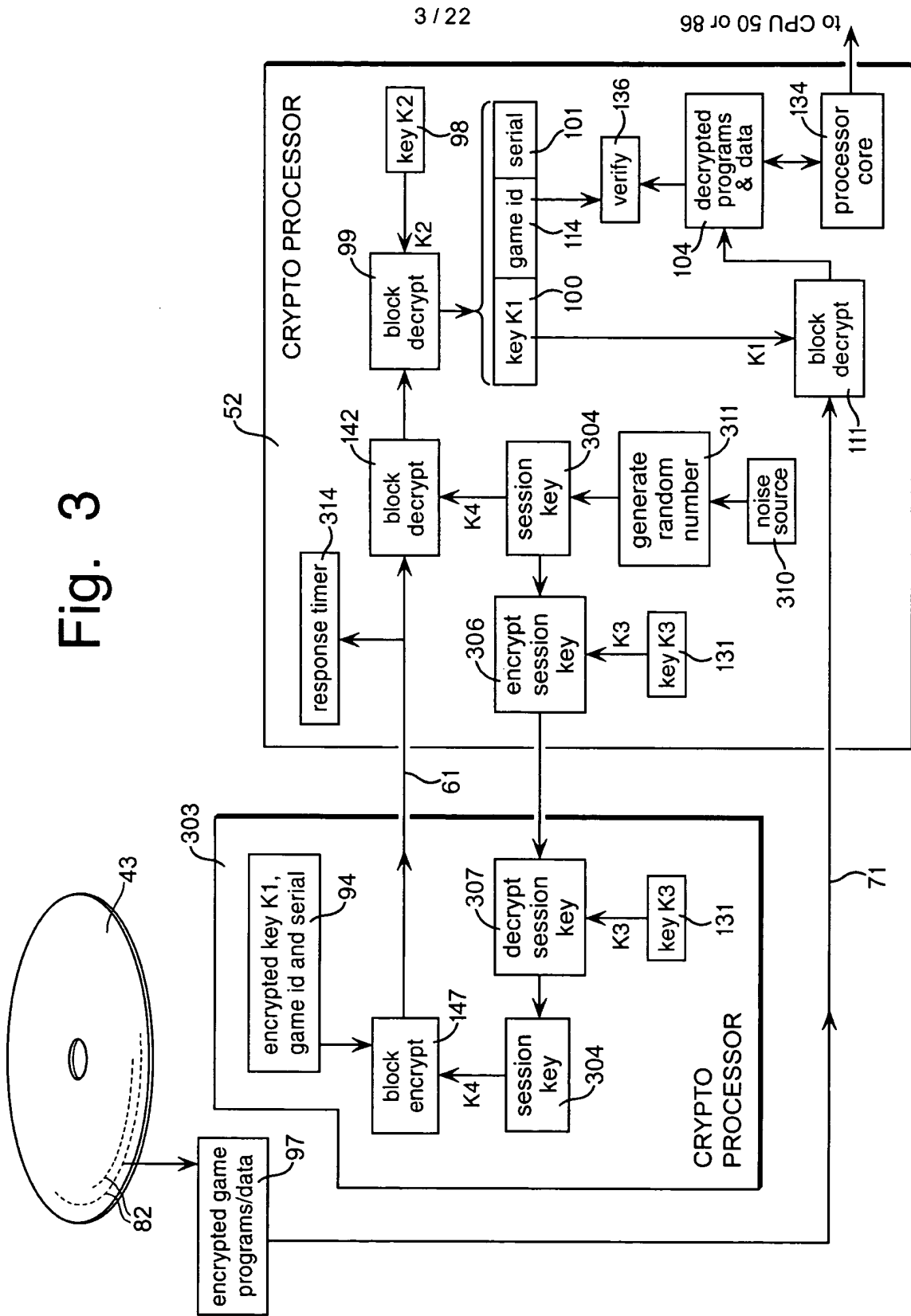


Fig. 3

Fig. 4

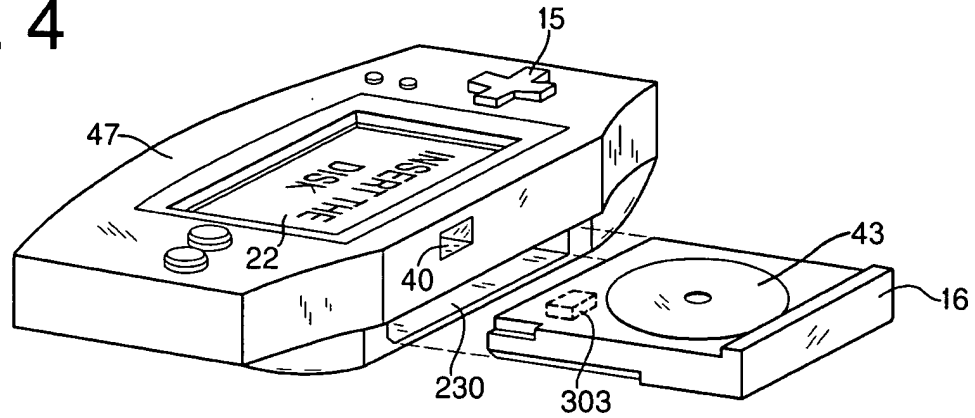


Fig. 4a

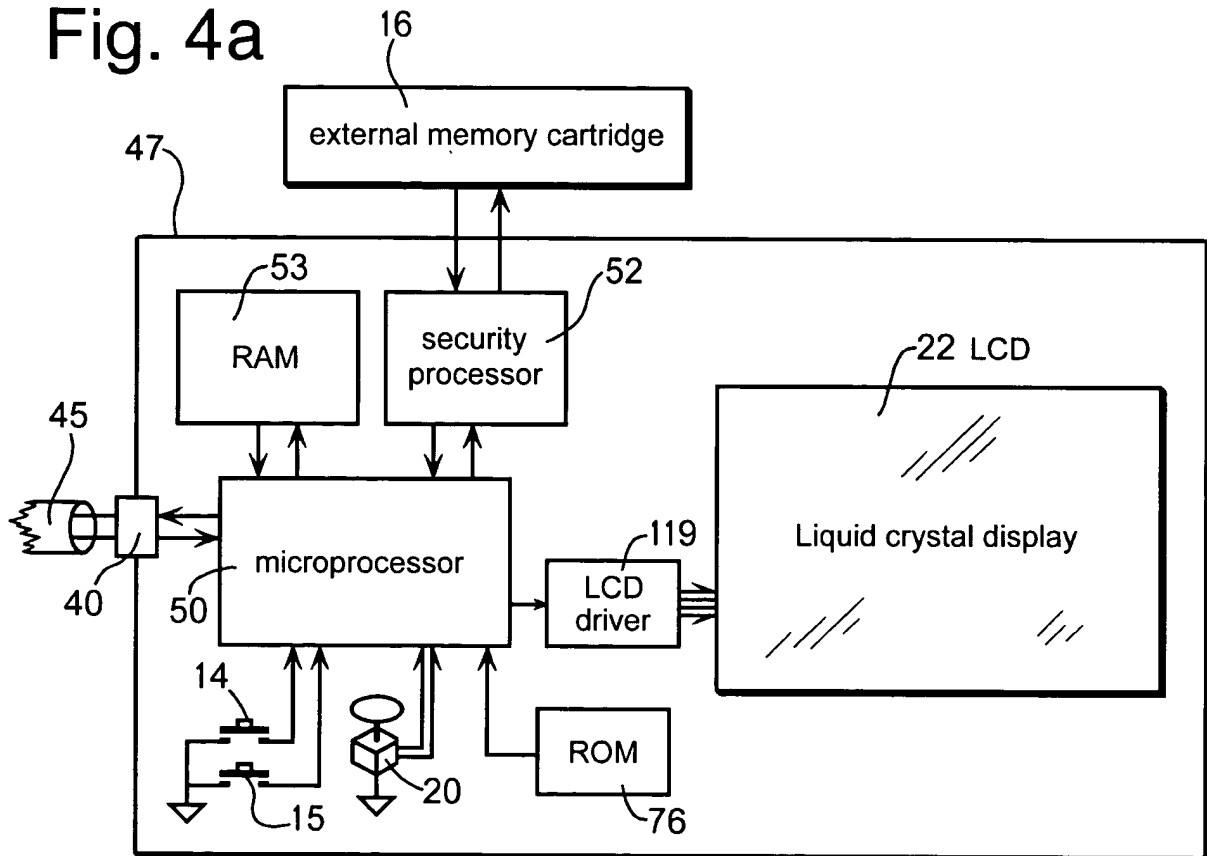
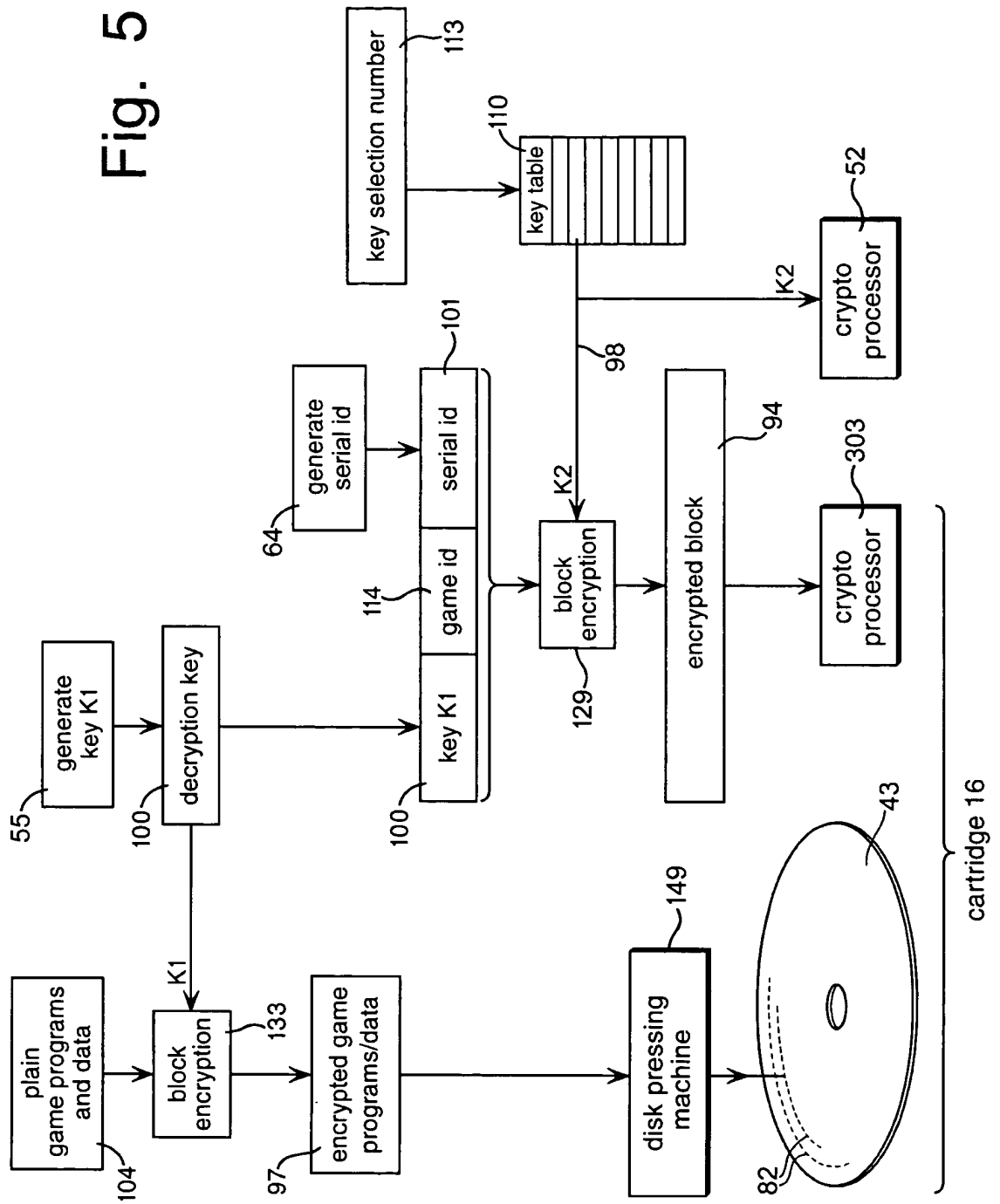
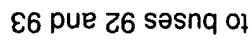


Fig. 5



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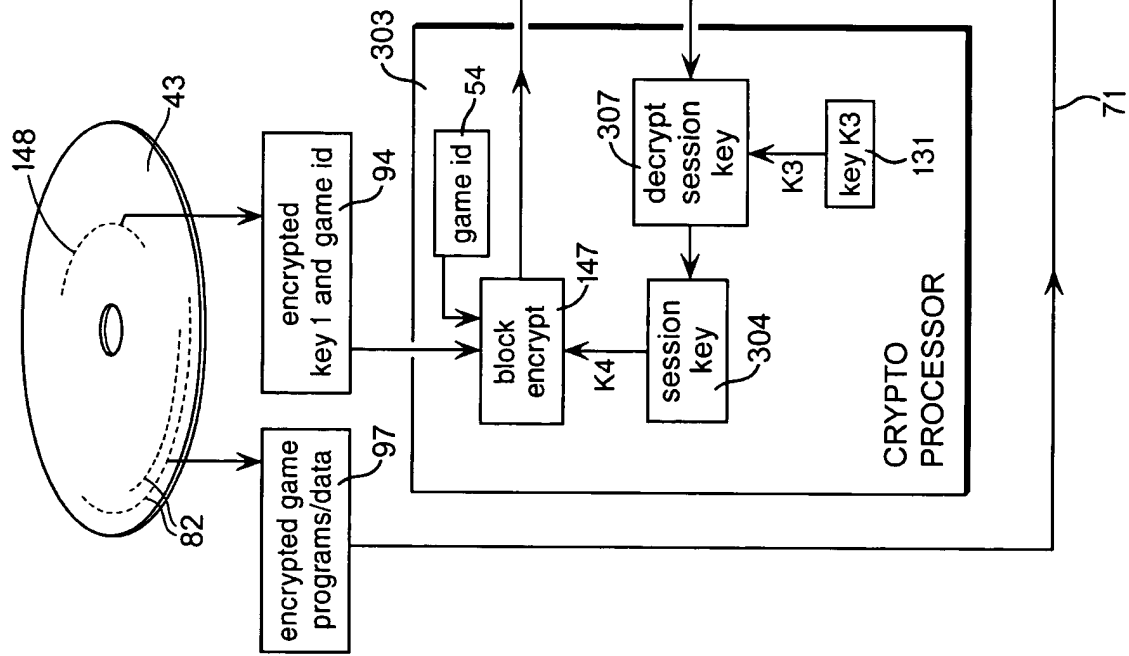


Fig. 7

FIG. 1 is a perspective view of a circular disk 43. The disk has a central hole 80. A dashed line 82 is shown on the disk's surface, indicating a specific boundary or feature.



Fig. 9

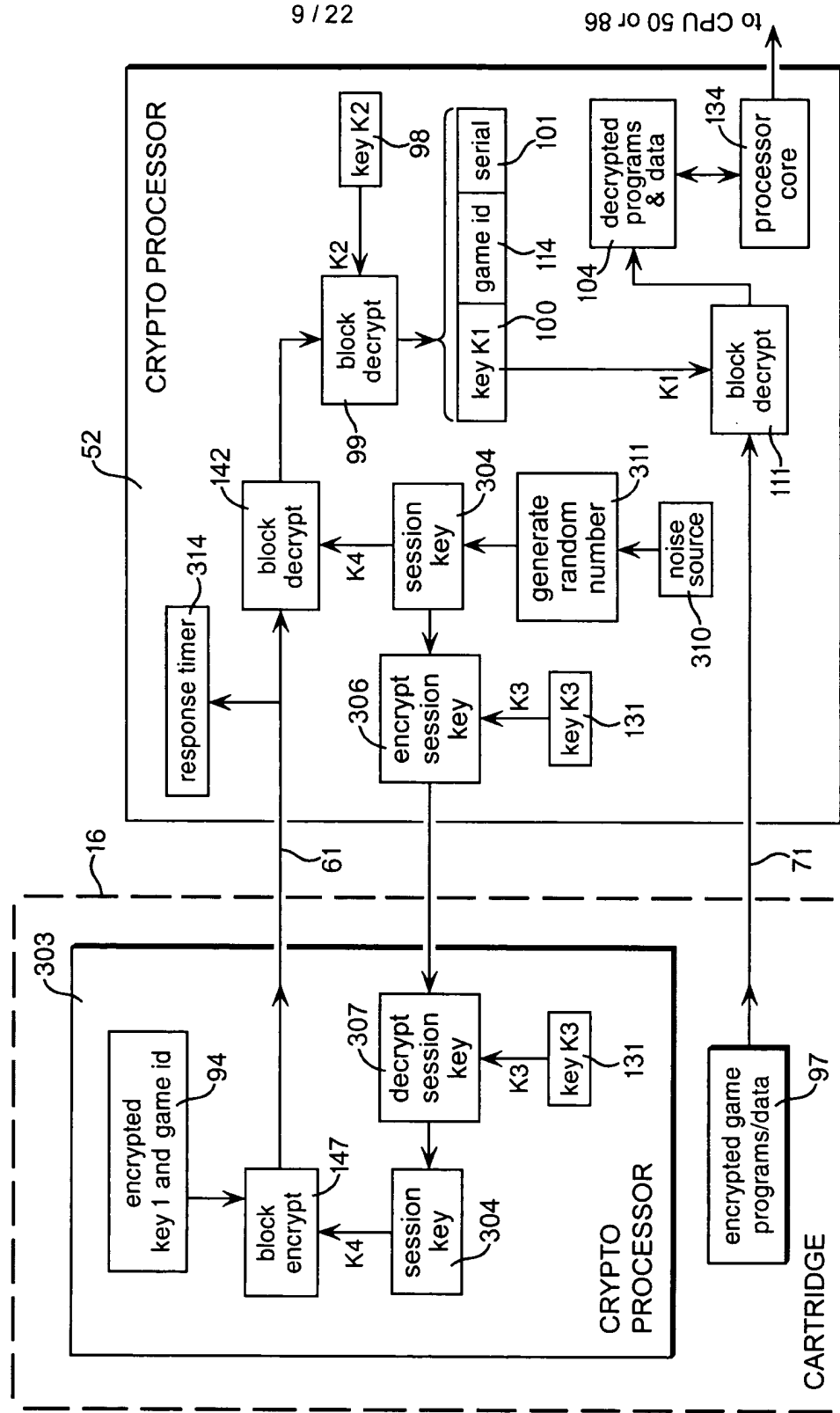


Fig. 10

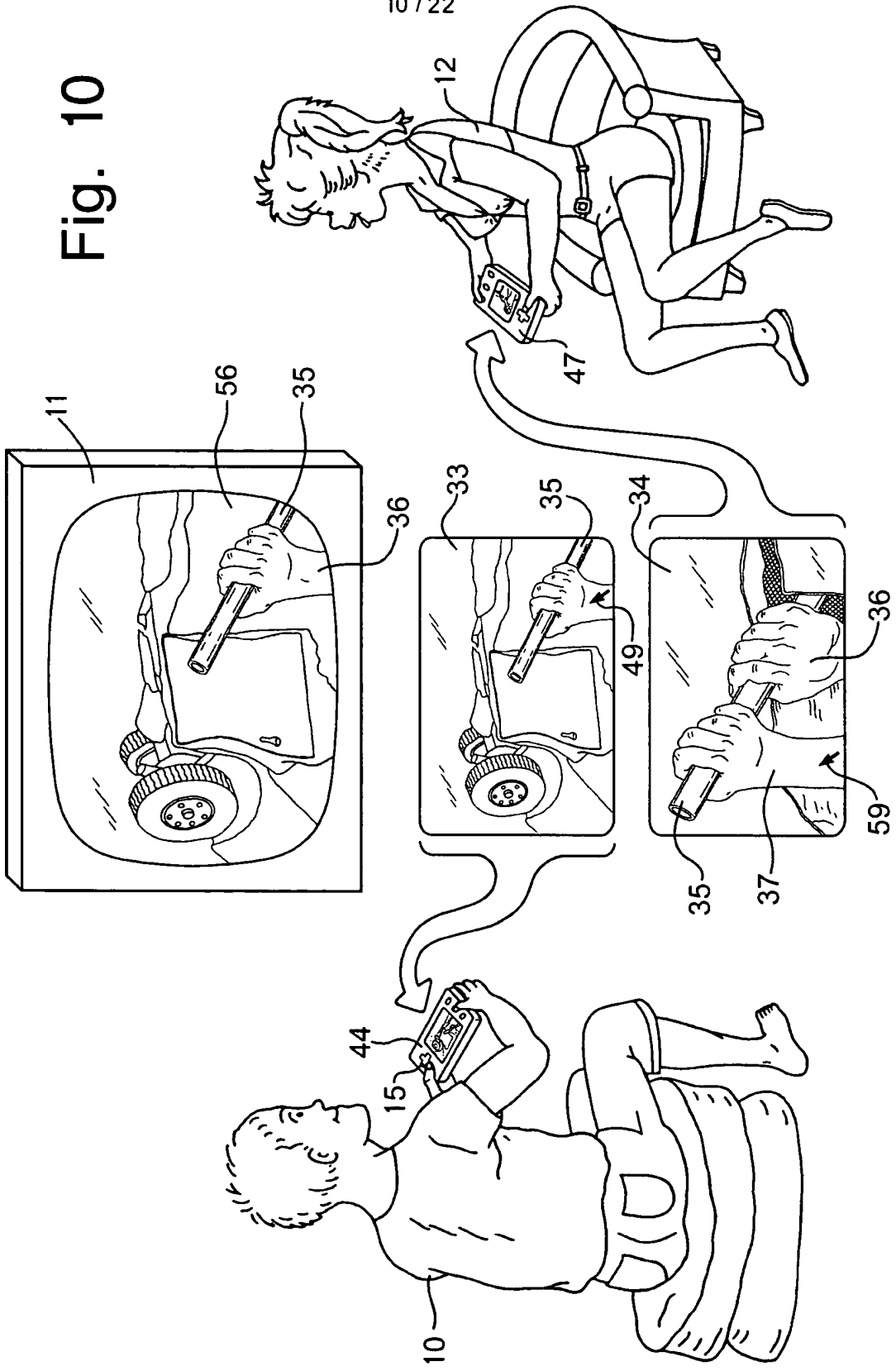


Fig. 11

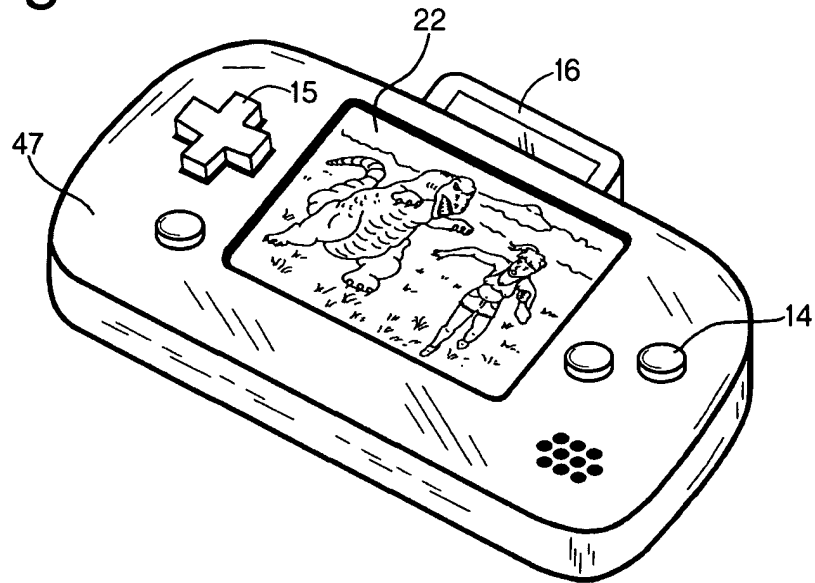


Fig. 12

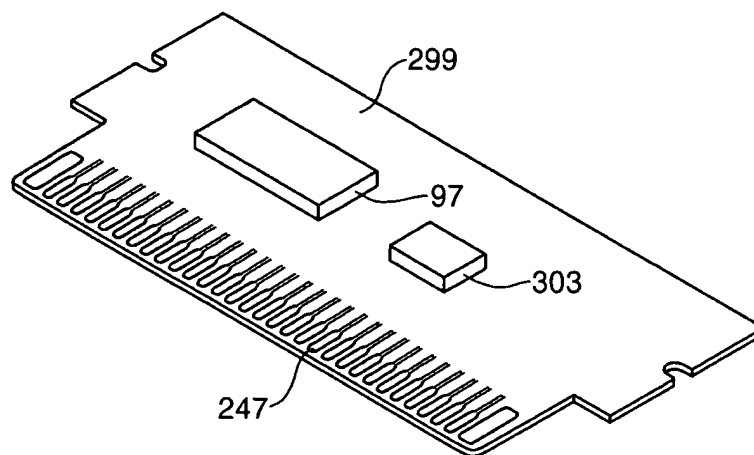


Fig. 13

in crypto processor 52

91

program for encrypting/decrypting a block of data
program for loading RAM 53 with program and data from disk 43
program for generating game data representing a player object
program for generating game data representing non-player objects
program for processing input control data from manual controls
program for verifying game identifier
program for generating random numbers
program for communicating with crypto processor 303
program for selecting keys
program for determining validity of response time
program for loading and executing decrypted program
program for communicating with processor 50
program for generating locations and directions of objects

Fig. 13a

in crypto processor 303

313

program for encrypting/decrypting a block of data
program for processing key selection and find bits of a key
program for sending data to and from cartridge processor 126
program for locating key bits among decoy bits
program for responding to processor 52 with a rapid bit stream
encrypted key K1, game identifier, serial number
key K3 scattered among decoy bits

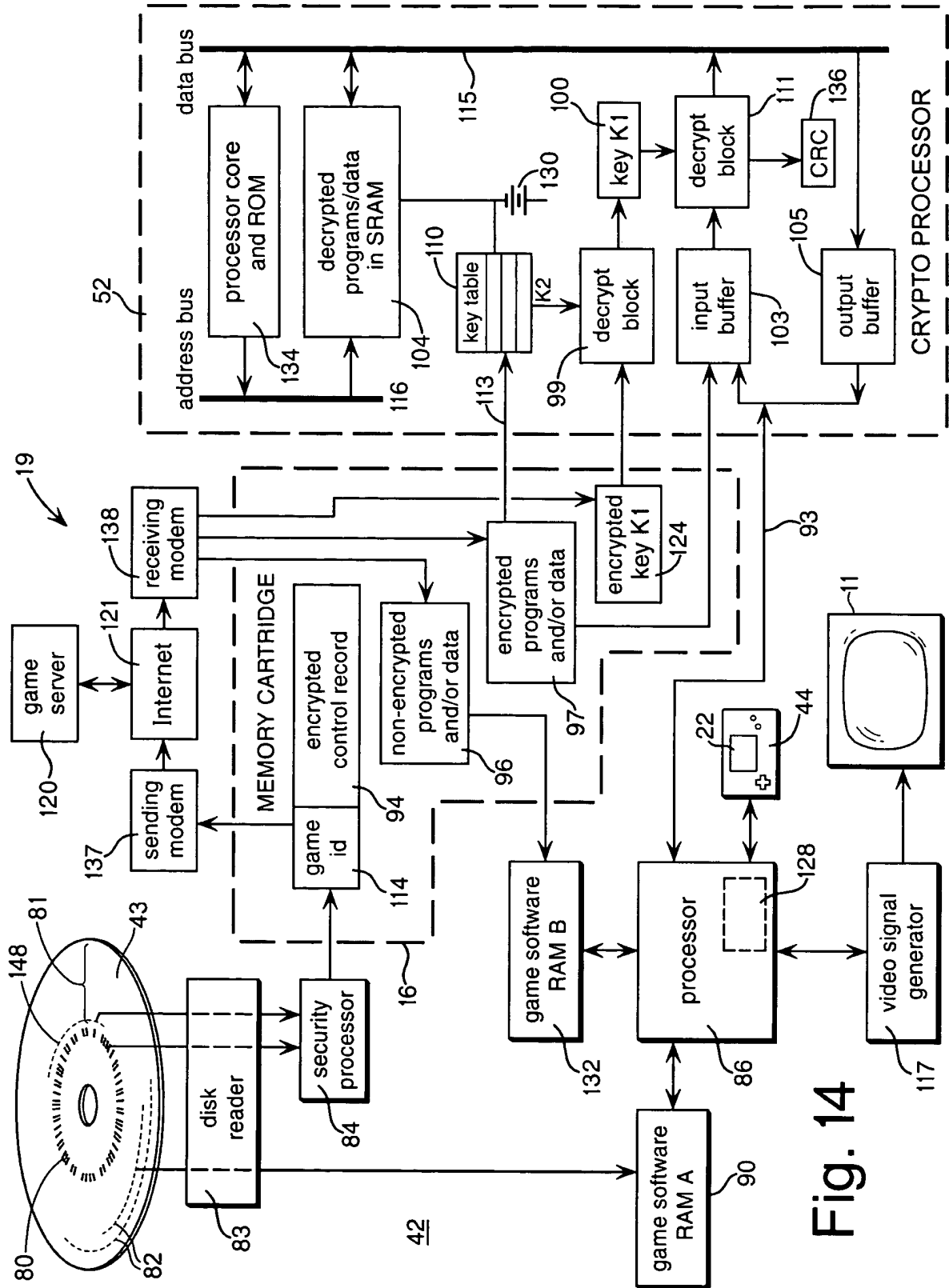


Fig. 14

Fig. 16

Software from disk RAM

90

program for loading RAM A with program and data from disk
program for generating image of 3D world
program for generating image of animated character
program for generating image of moving object
program for animating a character
data for animated characters in 3D world
data for objects in 3D world
data for music and sound effects
data for character descriptions (polygons, textures, etc)
data for terrain descriptions (polygons, textures, etc)
data for maps, word menus, etc.

Fig. 16a

Enhancement software RAM

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data placing specific characters and objects in new scenes
data for branching story sequences
data for word and picture menus
data for rules of engagement
data specifying object locations and orientations
data specifying textures for selected objects
data for transmission to and from handheld LCD control unit
additional programs
program patches

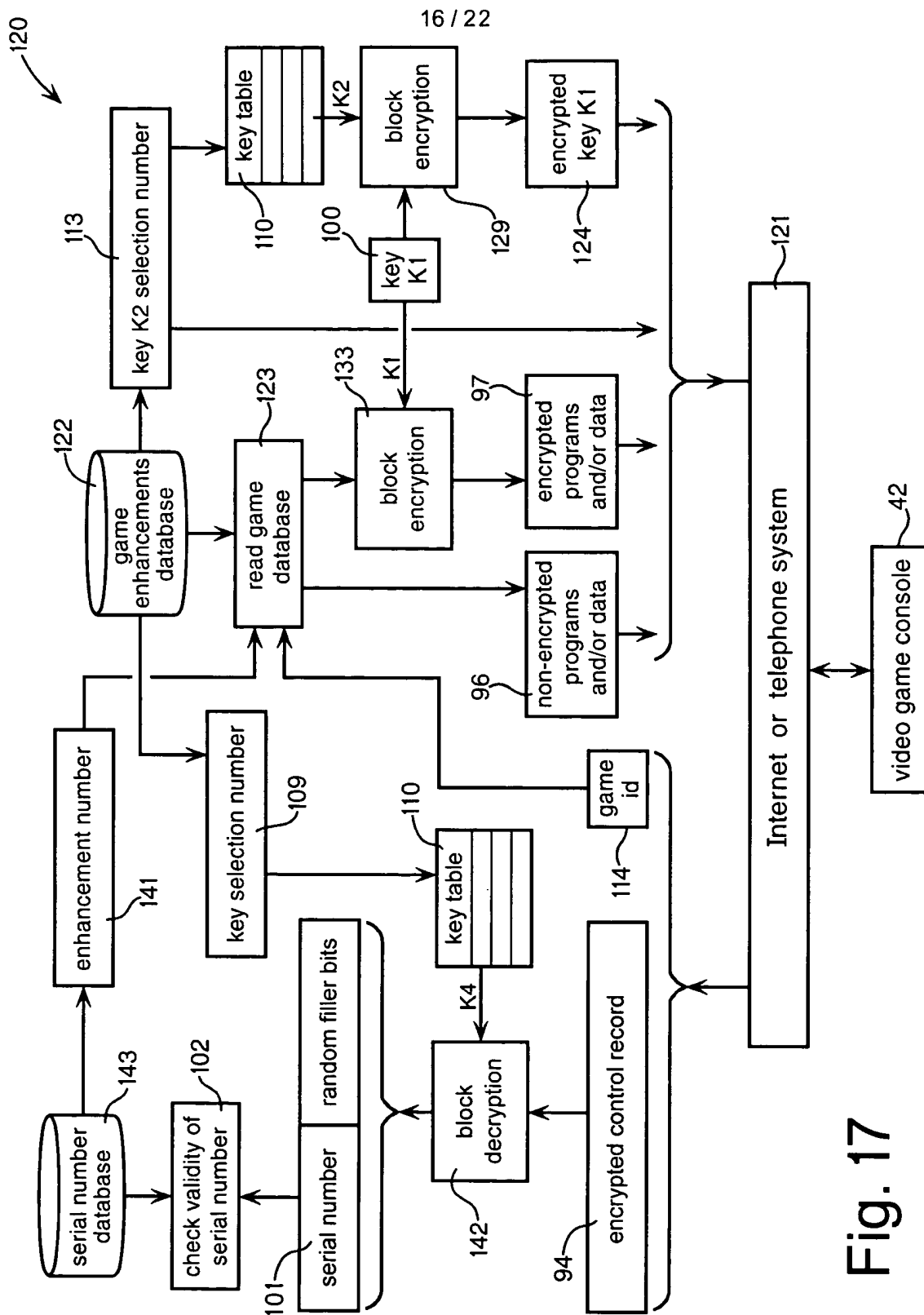


Fig. 17

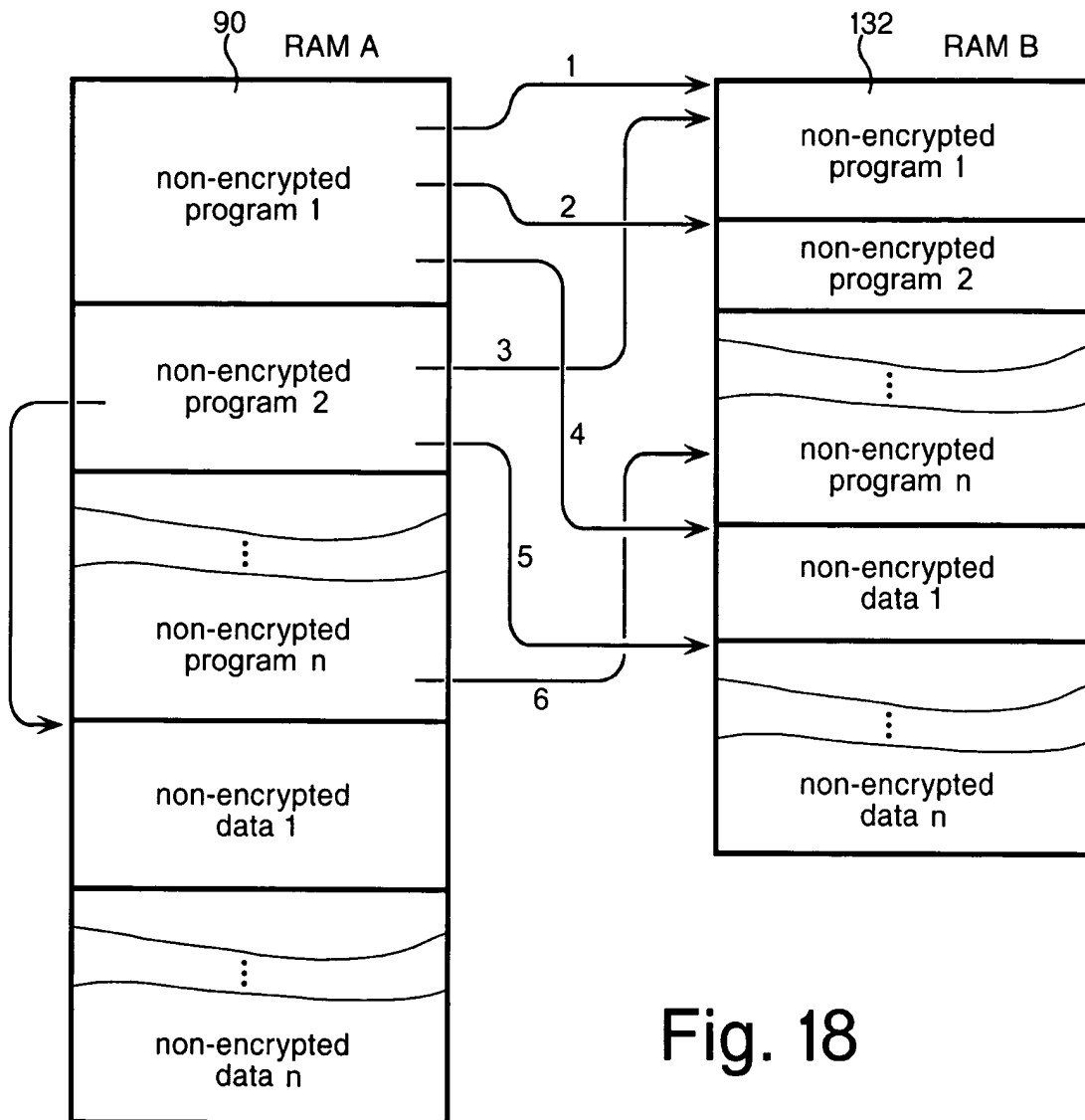


Fig. 18

in cache 128

1	address of program 1
2	address of program 2
3	address of program 1
4	address of data 1
5	address of data 2
6	address of program 471
	etc.

140

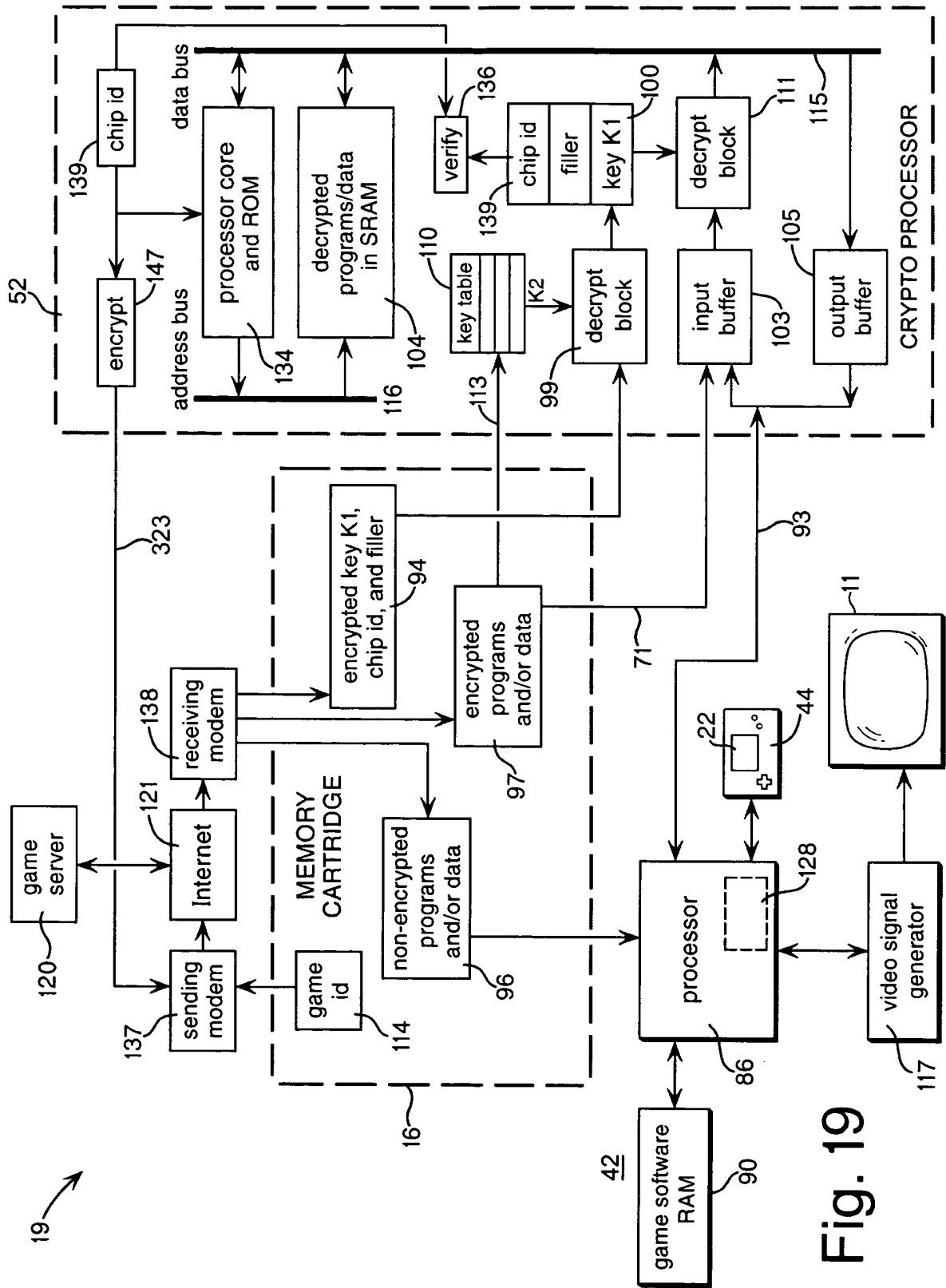
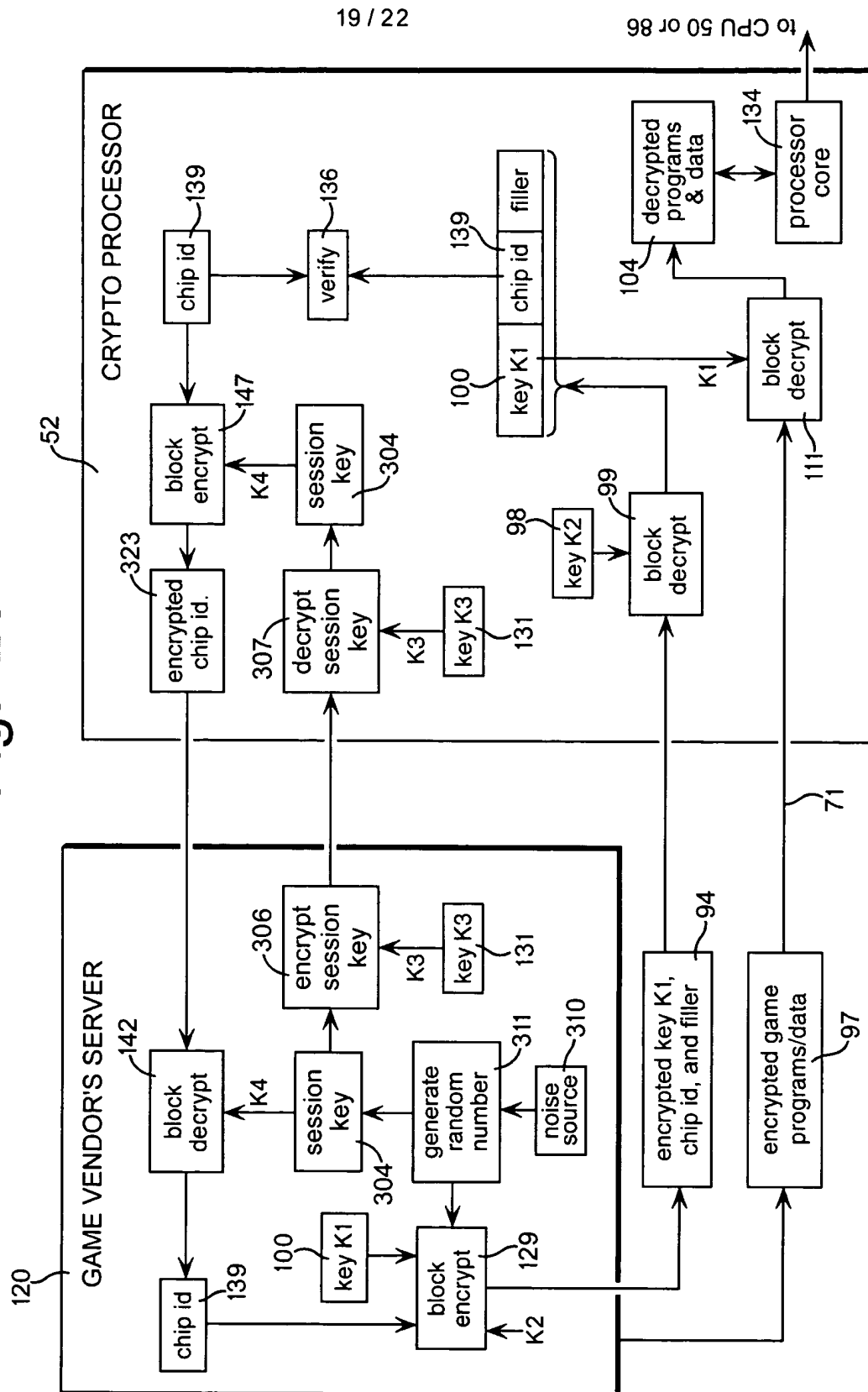


Fig. 19

Fig. 20



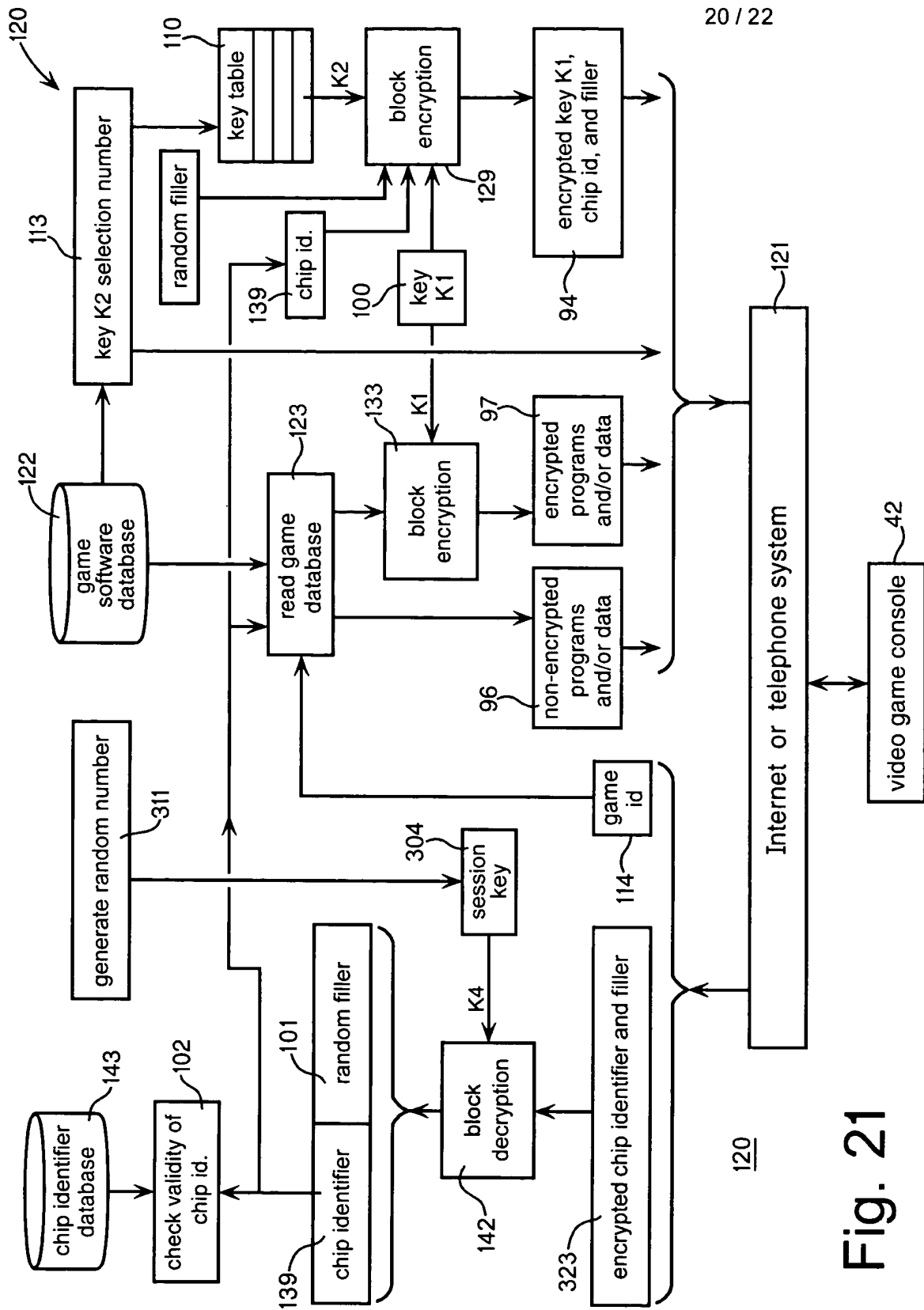


Fig. 21

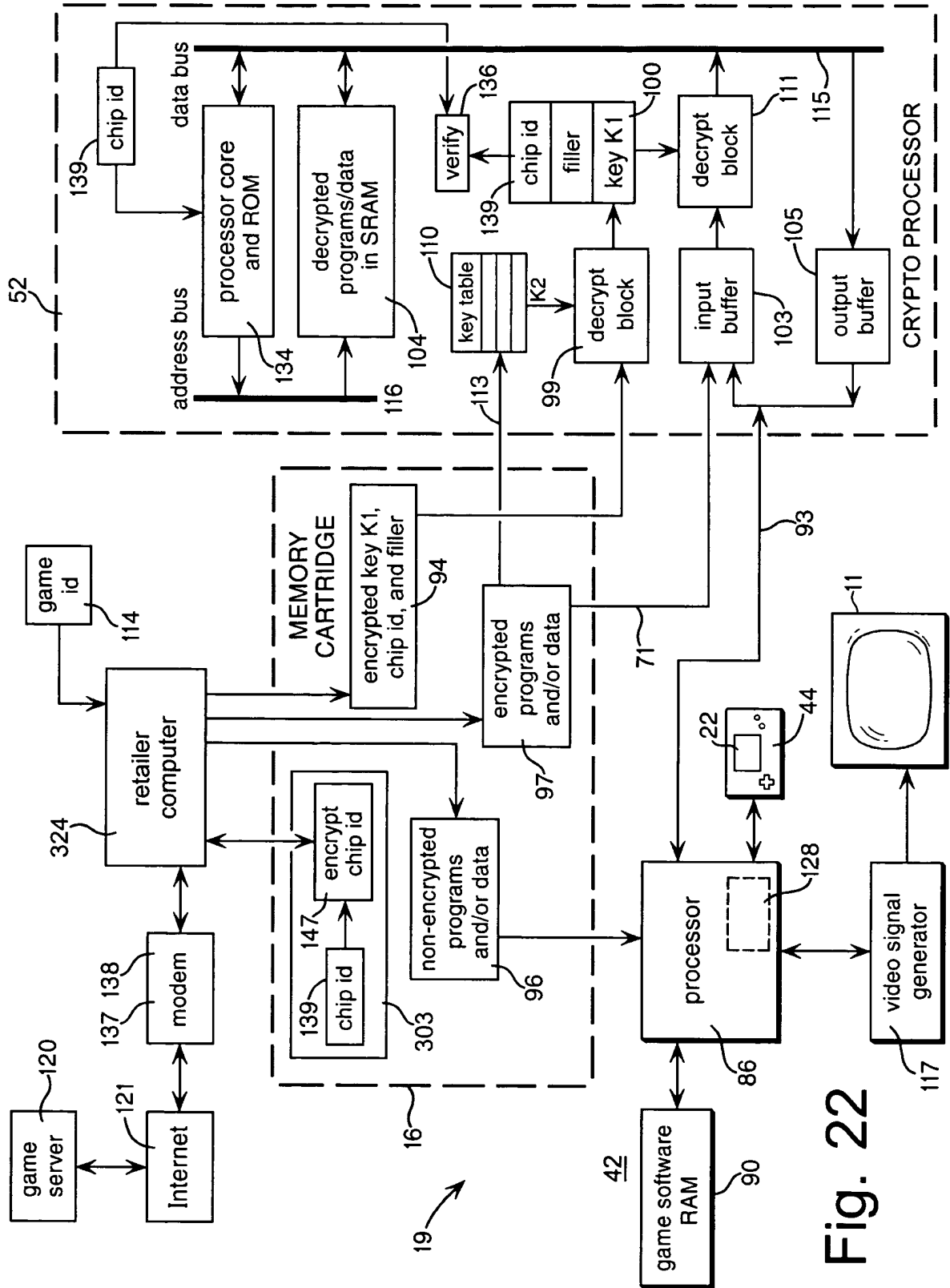


Fig. 22

Fig. 23

